

ABSTRACT

A network service system for allowing points related to one service to be transferred to points related to another service is provided. Point information is stored in association with a user ID in databases (18, 20). When a game service is provided to a user, a game server (16) updates the point information stored in the database (20) in association with the user ID for that user to consume the user's points. A network game system (10) updates the point information stored in the database (20) in association with the user ID of the user in the game server (16) based on the point information stored in the database (18) in association with the user ID of the user in a portal site server (14).